

FIGURE 1

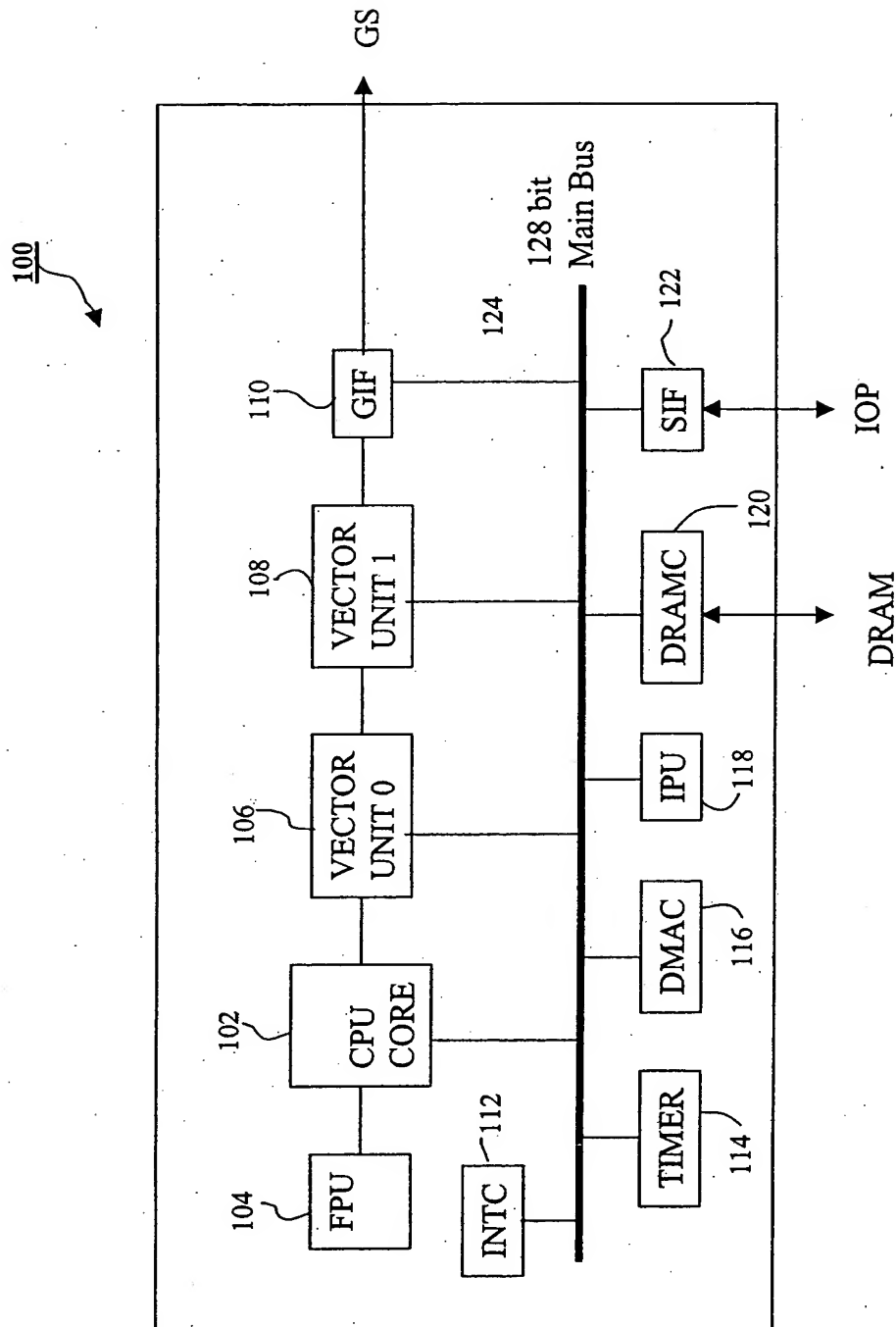
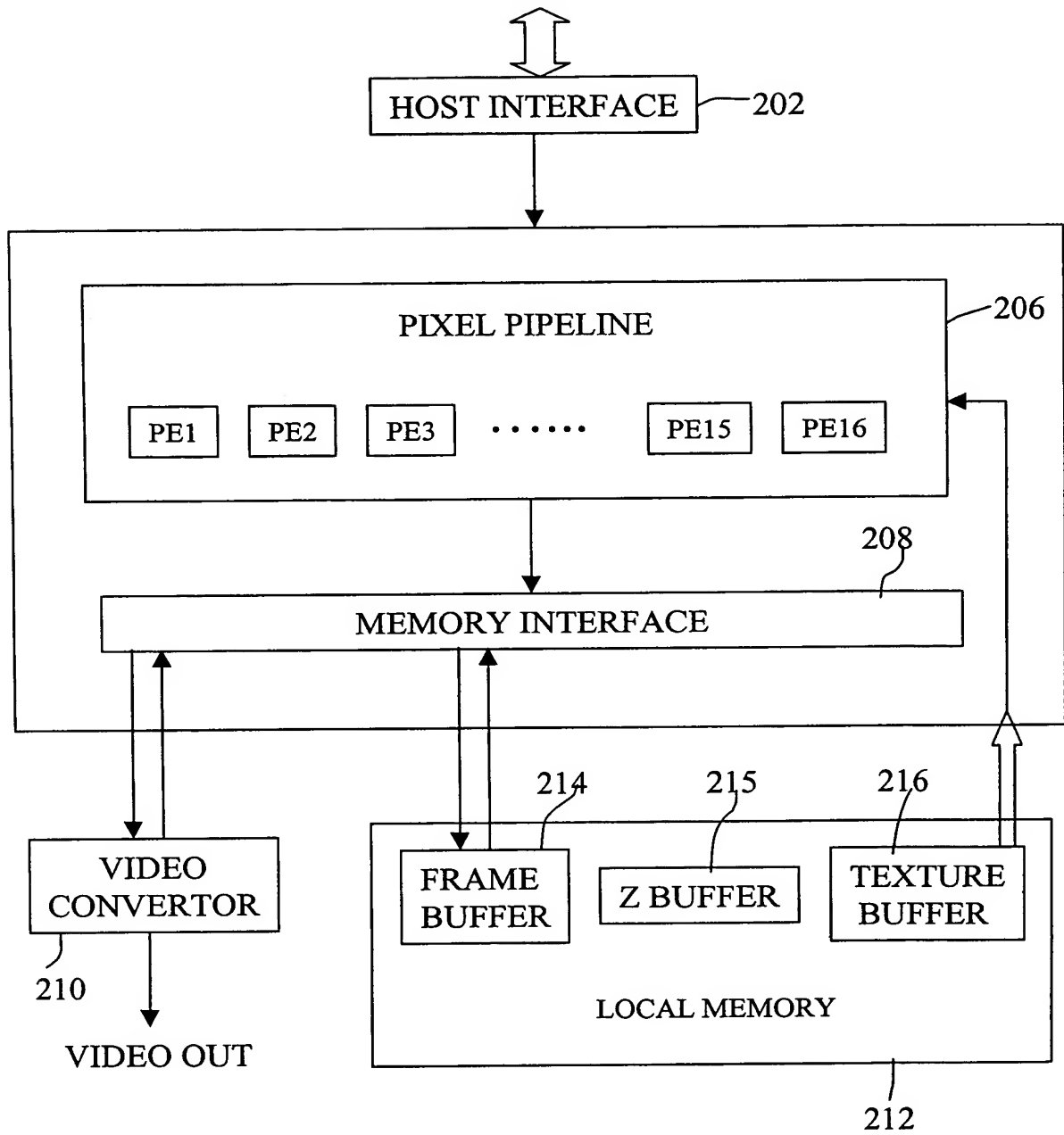


FIGURE 2

**FIGURE 3**

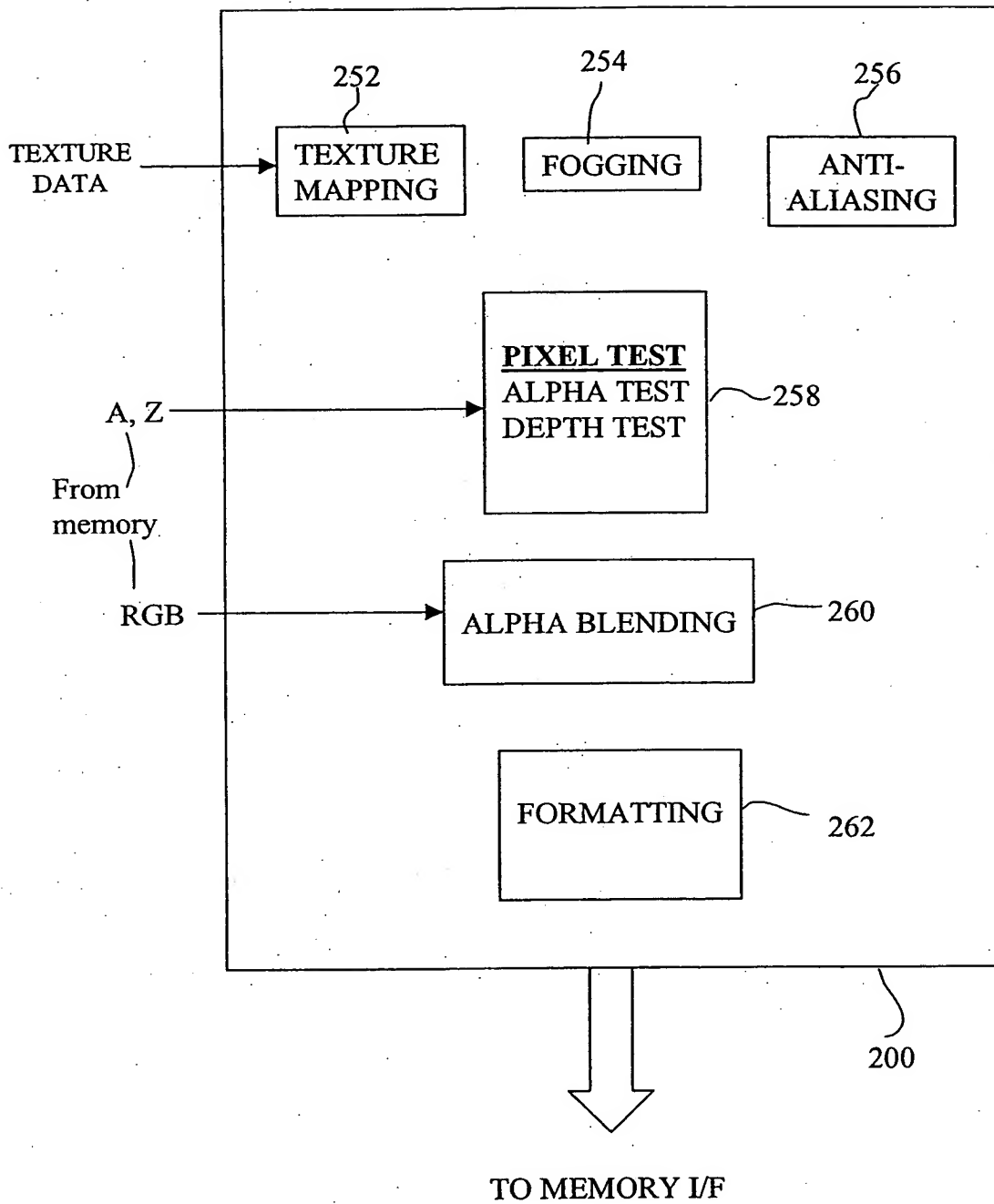
**FIGURE 4**



FIG 5A

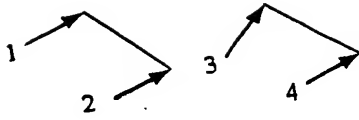


FIG 5B

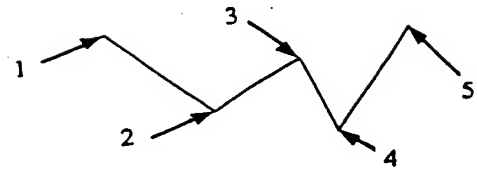


FIG 5C

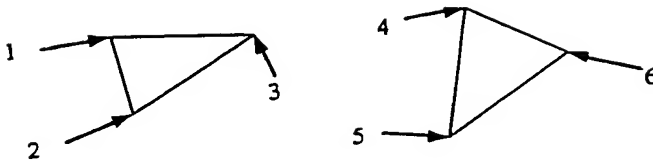


FIG 5D

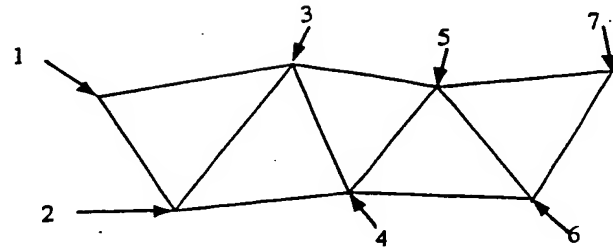


FIG 5E

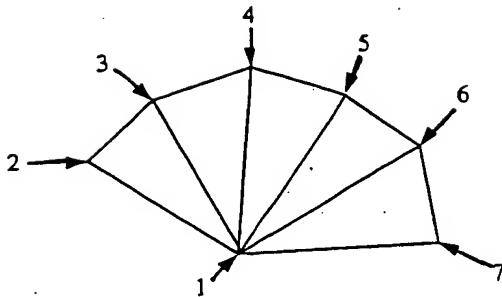


FIG 5F

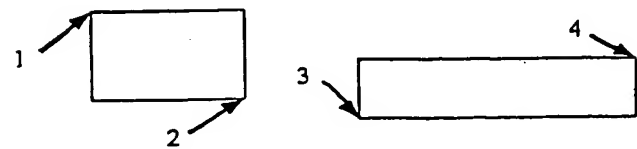


FIG 5G

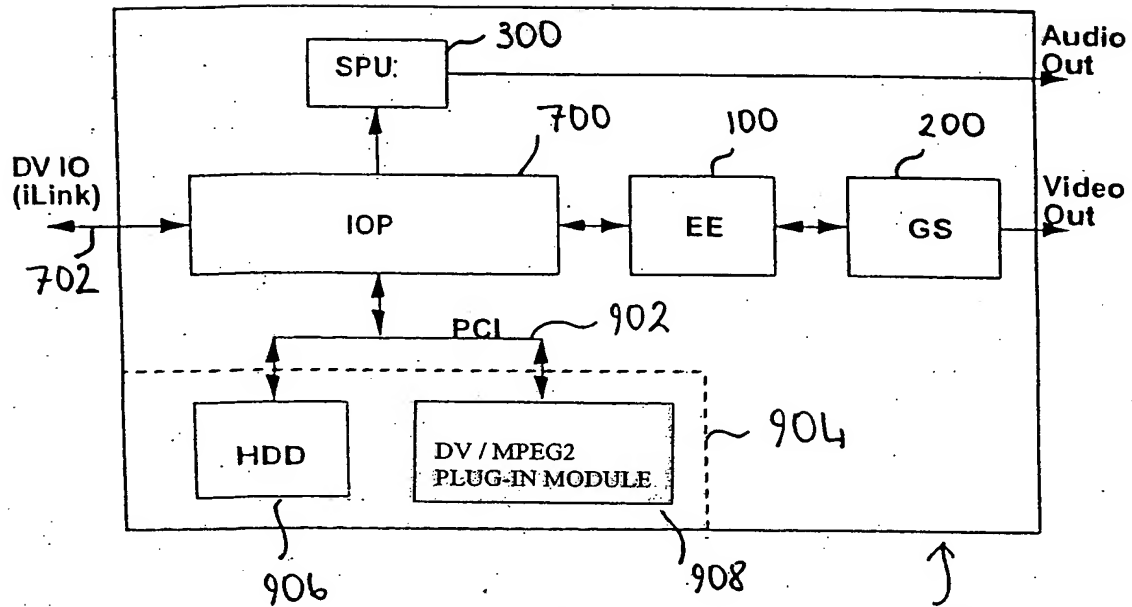


FIGURE 6

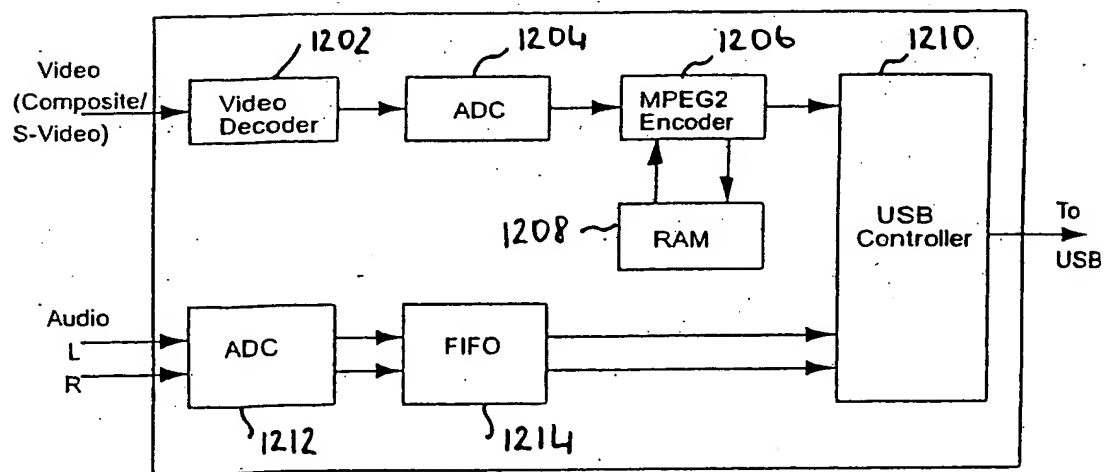


FIGURE 7

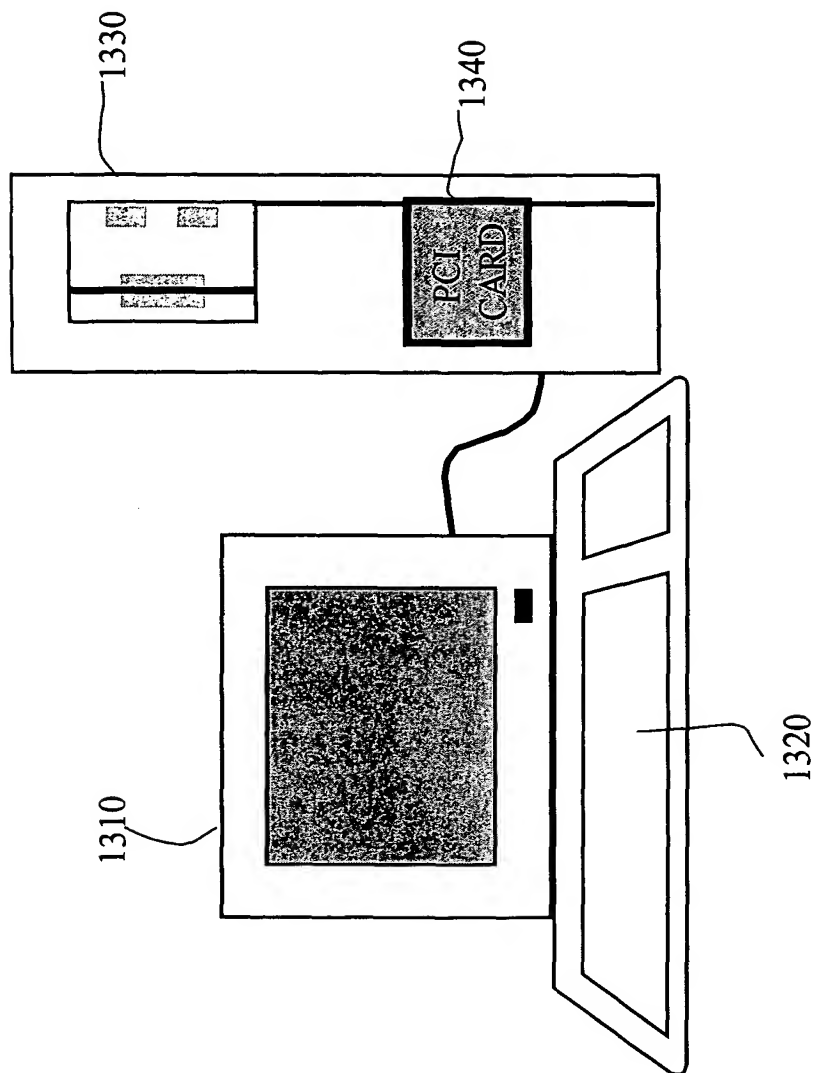


FIGURE 8

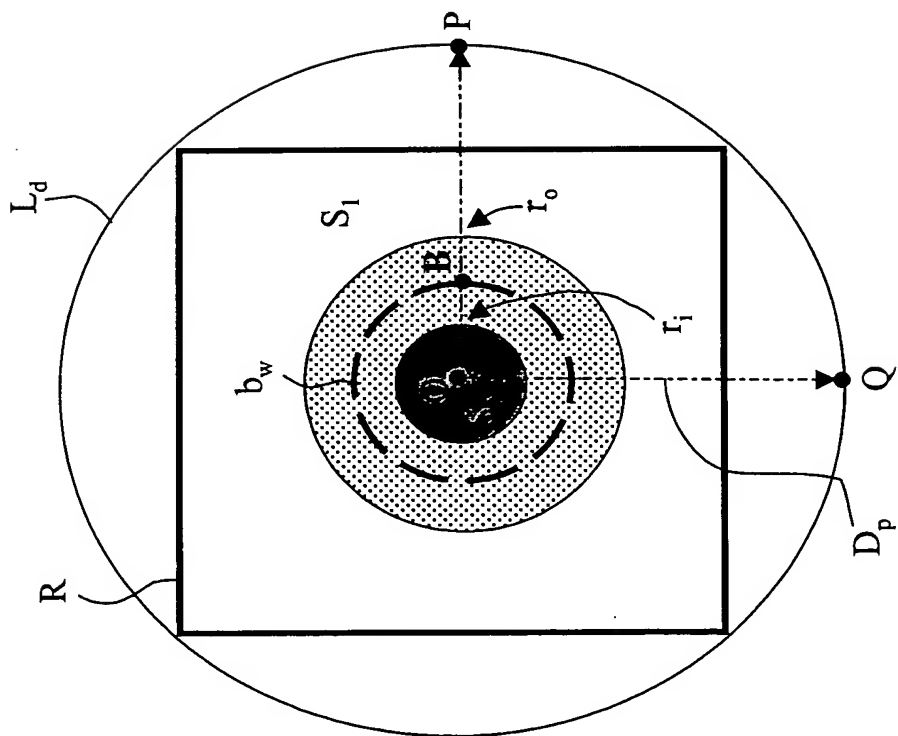


FIGURE 9

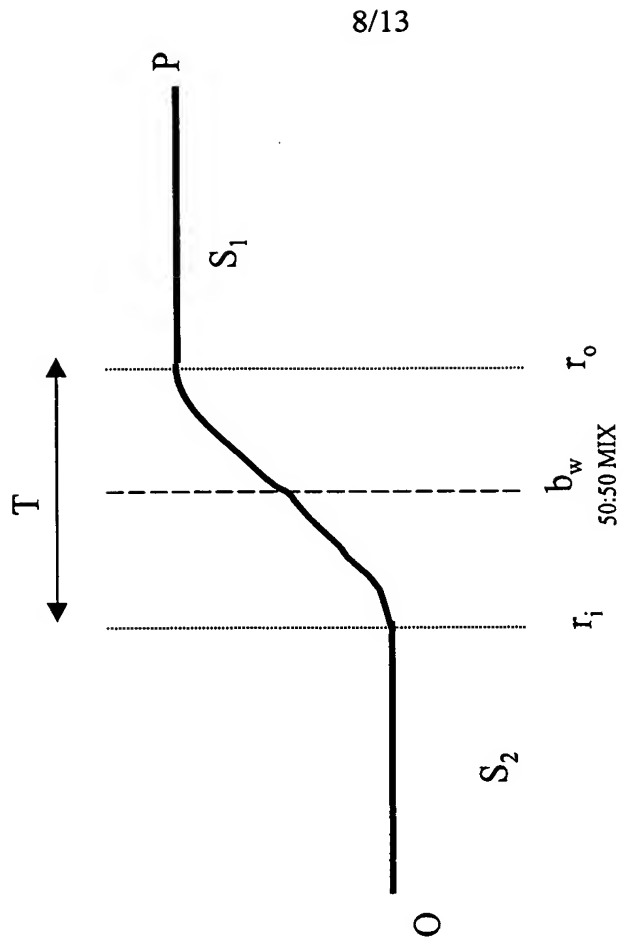


FIGURE 10

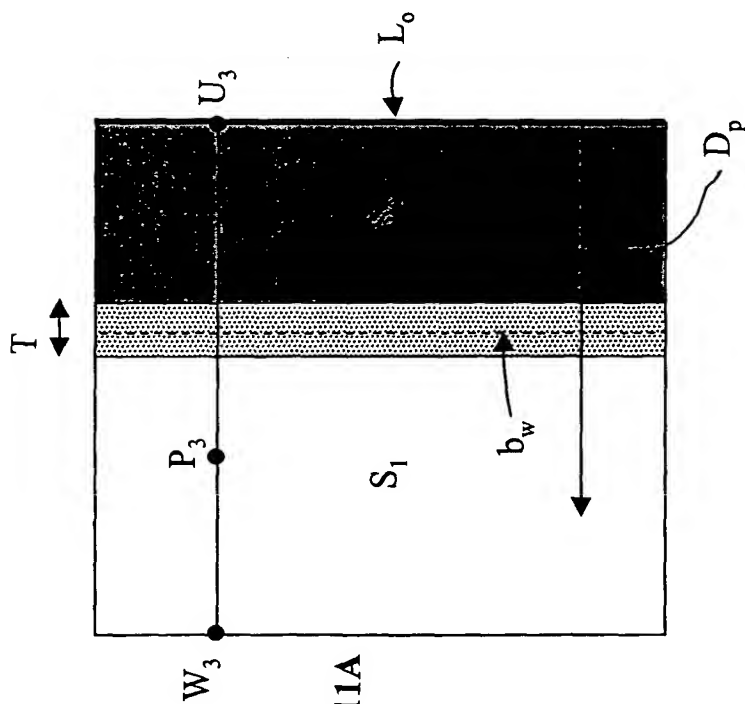


FIG 11A

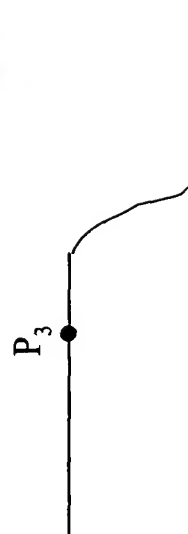


FIG 11B

normalised distance
along wipe progression
direction from L_{refl}

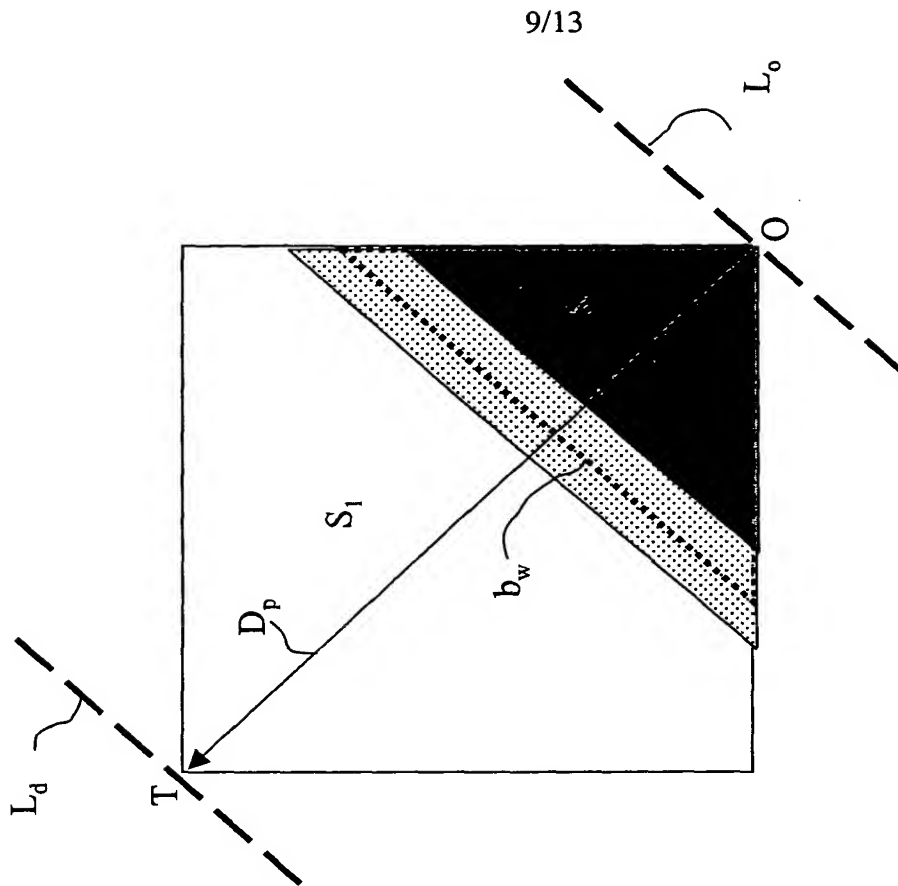


FIGURE 12

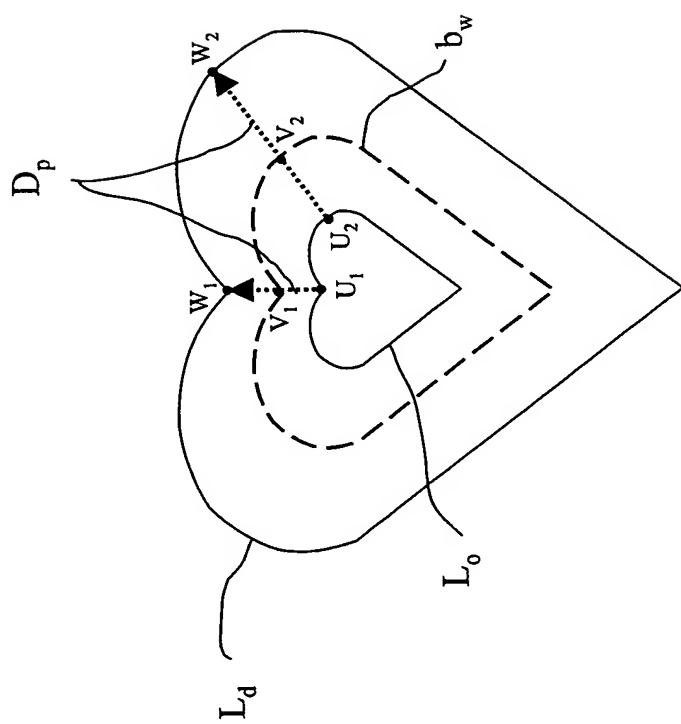


FIGURE 13

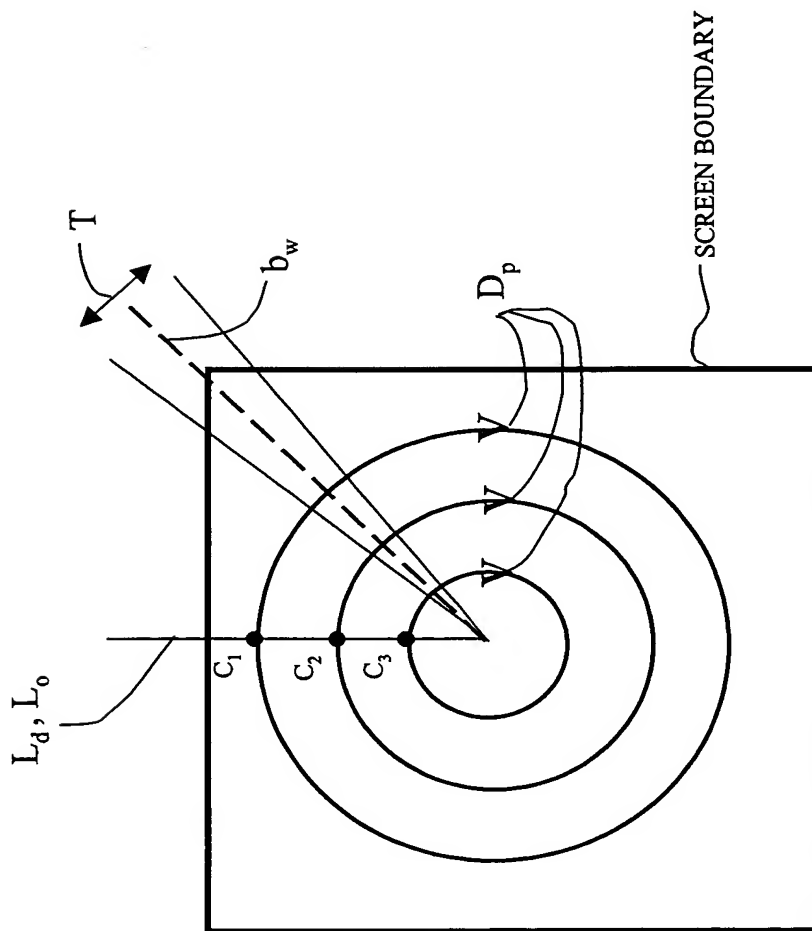


FIGURE 14

TEXTURE FUNCTION

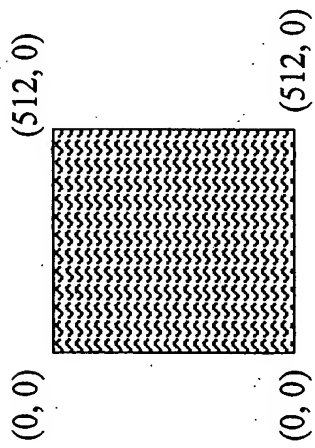


FIG 15A

SCREEN CO-ORDINATE SPACE

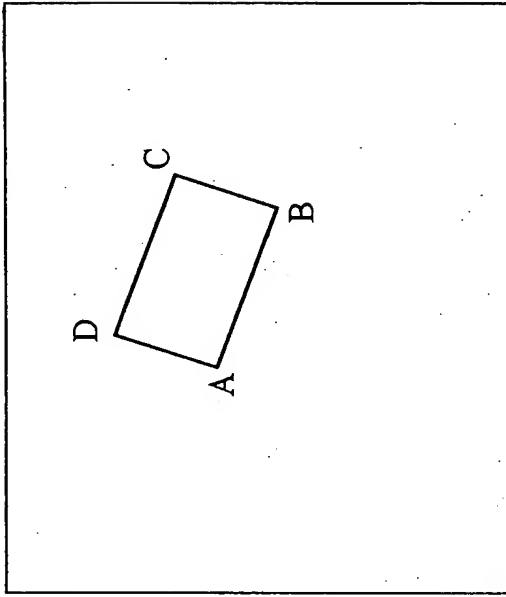


FIG 15B

1-D TEXTURE FUNCTION DERIVED
FROM WIPE CONTROL SIGNAL

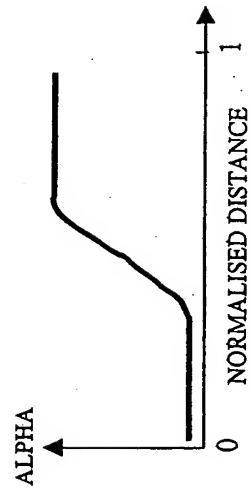
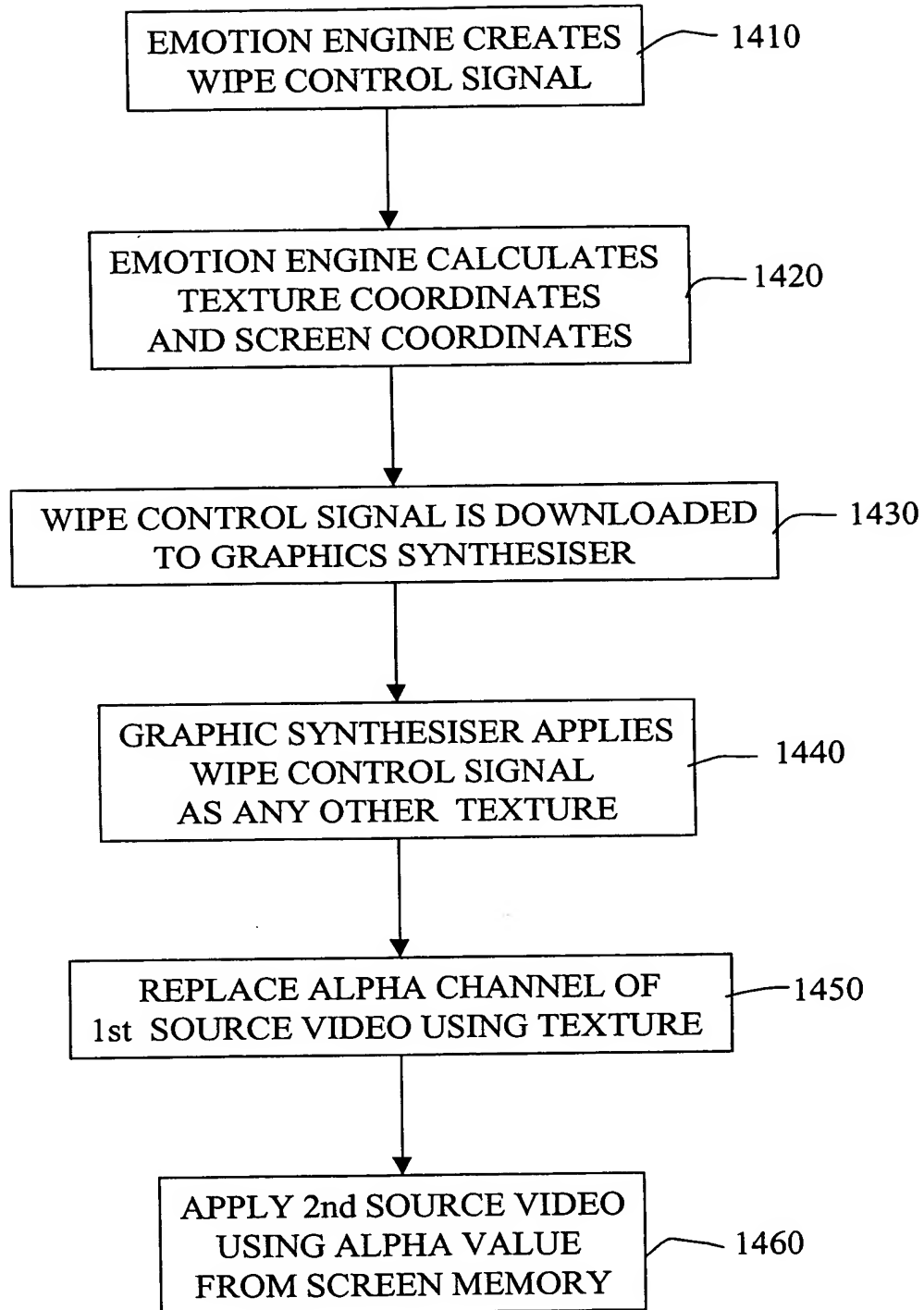


FIG 15C

**FIGURE 16**